Method	Benefit	Challenge
Lecture	Gets content out there Great for large groups Easy to pull together Control content and time	Boredom, learner challenged Lack of interaction What about questions
Discussion	Sharing ideas and different perspectives Feedback Know where learners are Learner centered Enlightening Teamwork Time for processing	Can get off subject Need good leader and good interaction from group
Case Studies	Relate to them True scenario Think and develop critical thinking skills Can mix it up and add some challenges	Complicated to develop if not true Time to find one
Question & Answer	Engage audience Learner centered Provides clarification Way to evaluate learning/comprehension	Time Participant embarrassment
Role Play Need to set stage to be a safe environment. Okay to make a mistake	More interactive Demonstrate what they've learned See where gaps in knowledge are Chance to practice -can use case studies	Bad if learner has stage fright Challenge and time to come up with scenarios
Simulation	Hands-on active learning Safe to learn and make mistakes Adaptive	Equipment and cost
Demonstration	Modeling Safe for learner Psychomotor skills	Size of room and number of participants Distractions Equipment
Self-Learning Modules	Good for visual learners Learn at own pace Resource for later Same content to lots of people Easy to update curriculum	Use in small doses only-not for every subject or for every time Compliance- can they just skip to the test?

Games	Fun, learner focused Challenging Spirit of competition teambuilding	Complicated to develop May be offended by games time
Computer assisted instruction	Simple Large number of people Can prove compliance Easy to update	Skip to end Not able to seek clarification if questions Not everyones learning style
One-to-One discussion	Know what is going on with learner Special for learner	Time consuming-one person at a time Consistency from person to person